

Amendments to the Claims:

The following listing of claims will replace all prior versions, and listings, of claims in the application:

1. (Currently Amended) An image generating system which generates a three-dimensional image ~~of an object formed of a polygon~~, comprising:

means which extracts at least one block subject for scissoring near a view point in a three-dimensional space which is subject to coordinate transformation into a screen coordinate system;

means which ~~detect~~-detects a vertex of an object formed of a polygon in the at least one block, which is the vertex being out of a drawable range in a polygon arranged in a three-dimensional space which is subject to coordinate transformation into a screen coordinate system;

means which scissors the polygon to generate a new vertex for specifying the scissored polygon; and

means which generates ~~an~~ the image of ~~an~~ the object formed of the polygon containing the new vertex,

wherein detecting a vertex which is out of a drawable range in a polygon is performed prior to scissoring the polygon.

2. (Original) The image generating system as defined in claim 1,
wherein a polygon containing a vertex which is out of a drawable range is scissored at a portion containing the vertex, in a predetermined plane.

3. (Original) The image generating system as defined in claim 1,
wherein a polygon is scissored in a plane which specifies a viewing angle range.

4. (Original) The image generating system as defined in claim 2,

wherein a polygon is scissored in a plane which specifies a viewing angle range.

5. (Original) The image generating system as defined in claim 1,

wherein a polygon arranged in a three-dimensional space is subjected to coordinate transformation into a screen coordinate system, to detect an undrawable vertex; and

wherein the polygon containing the detected vertex is scissored at a portion containing the detected vertex in a predetermined plane.

6. (Original) The image generating system as defined in claim 2,

wherein a polygon arranged in a three-dimensional space is subjected to coordinate transformation into a screen coordinate system, to detect an undrawable vertex; and

wherein the polygon containing the detected vertex is scissored at a portion containing the detected vertex in a predetermined plane.

7. (Original) The image generating system as defined in claim 3,

wherein a polygon arranged in a three-dimensional space is subjected to coordinate transformation into a screen coordinate system, to detect an undrawable vertex; and

wherein the polygon containing the detected vertex is scissored at a portion containing the detected vertex in a predetermined plane.

8. (Original) The image generating system as defined in claim 4,

wherein a polygon arranged in a three-dimensional space is subjected to coordinate transformation into a screen coordinate system, to detect an undrawable vertex; and

wherein the polygon containing the detected vertex is scissored at a portion containing the detected vertex in a predetermined plane.

9. (Currently Amended) A computer-usable program embodied on an information storage medium or in a carrier wave, comprising a program for implementing:

means which extracts at least one block subject for scissoring near a view point in a three-dimensional space which is subject to coordinate transformation into a screen coordinate system;

means which ~~detect~~ detects a vertex of an image formed of a polygon in the at least one block, which is the vertex being out of a drawable range in a polygon arranged in a three dimensional space which is subject to coordinate transformation into a screen coordinate system;

means which scissors the polygon to generate a new vertex for specifying the scissored polygon; and

means which generates an image of an object formed of a polygon containing the new vertex,

wherein detecting a vertex which is out of a drawable range in a polygon is performed prior to scissoring the polygon.

10. (Original) The program embodied on an information storage medium or in a carrier wave as defined in claim 9,

wherein a polygon containing a vertex which is out of a drawable range is scissored at a portion containing the vertex, in a predetermined plane.

11. (Original) The program embodied on an information storage medium or in a carrier wave as defined in claim 9,

wherein a polygon is scissored in a plane which specifies a viewing angle range.

12. (Original) The program embodied on an information storage medium or in a carrier wave as defined in claim 10,

wherein a polygon is scissored in a plane which specifies a viewing angle range.

13. (Original) The program embodied on an information storage medium or in a carrier wave as defined in claim 9,

wherein a polygon arranged in a three-dimensional space is subjected to coordinate transformation into a screen coordinate system, to detect an undrawable vertex; and

wherein the polygon containing the detected vertex is scissored at a portion containing the detected vertex in a predetermined plane.

14. (Original) The program embodied on an information storage medium or in a carrier wave as defined in claim 10,

wherein a polygon arranged in a three-dimensional space is subjected to coordinate transformation into a screen coordinate system, to detect an undrawable vertex; and

wherein the polygon containing the detected vertex is scissored at a portion containing the detected vertex in a predetermined plane.

15. (Original) The program embodied on an information storage medium or in a carrier wave as defined in claim 11,

wherein a polygon arranged in a three-dimensional space is subjected to coordinate transformation into a screen coordinate system, to detect an undrawable vertex; and

wherein the polygon containing the detected vertex is scissored at a portion containing the detected vertex in a predetermined plane.

16. (Original) The program embodied on an information storage medium or in a carrier wave as defined in claim 12,

wherein a polygon arranged in a three-dimensional space is subjected to coordinate transformation into a screen coordinate system, to detect an undrawable vertex; and

wherein the polygon containing the detected vertex is scissored at a portion containing the detected vertex in a predetermined plane.

17. (New) The image generation system as defined in claim 1, further comprising means which extracts at least one block subject for clipping, wherein the at least one block subject for clipping includes the at least one block subject for scissoring.

18. (New) The image generation system as defined in claim 9, further comprising means which extracts at least one block subject for clipping, wherein the at least one block subject for clipping includes the at least one block subject for scissoring.